Entire Screen Builder

	Version 5.2.1	Utilities

software AG

This document applies to Entire Screen Builder Version 5.2.1 and to all subsequent releases.

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

Table of Contents

Utilities

This documentation describes how to invoke utilities from the different types of viewers. It is organized under the following headings:

Working with Script Files	How to execute a script file, define user variables, abort or terminate a script file, and debug a script file.
Unattended Workstation	How to schedule tasks to be executed without supervision.
Locking the Current Session	How to lock a session so that nobody else can work with it.

The following command from the **Utilities** menu is explained in another part of the Entire Screen Builder documentation:

- **Cancel Transfer**
  See *Aborting Data Transfer* in the *Data Transfer* documentation.

Working with Script Files

This chapter covers the following topics:

- Executing a Script File
- Defining User Variables
- Aborting or Terminating a Script File
- Debugging a Script File

Executing a Script File

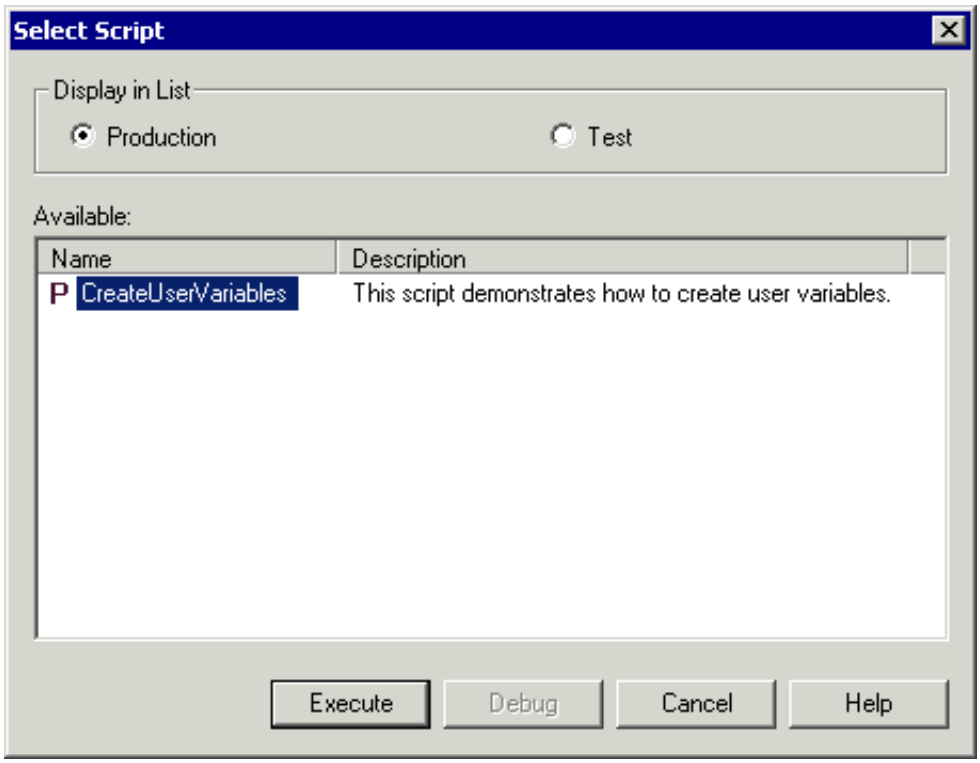
Script files are executed from the viewers. Before a script file can be executed, it must be copied to the subfolder *Production*. See *Script File Folders* in the *Script Files* documentation.

To execute a script file

1. From the **Utilities** menu, choose **Script List**.

   Note:
   When working in embedded mode with the Web Viewer, the above command is available from the context menu which appears when you click the right mouse button.

   The Select Script dialog box appears only when script files have been copied to the script files folder. Otherwise a message appears indicating that no script files have been found.



The dialog box contains all script files that are stored in the subfolder *Production*.

Note:
The script files stored in the subfolder *Test* can only be shown when working with the Terminal Viewer. For all other types of viewer, the corresponding option button is always disabled. The **Debug** button is only available from the Terminal Viewer and only for script files in the subfolder *Test*. For all other types of viewer and for script files in the subfolder *Production*, this button is disabled. See *Debugging a Script File* for further information.

2. Select the desired script file.

3. Choose the **Execute** button.

Defining User Variables

When you run a script file which uses the user interface method `SetUserVariableValue`, you can set and change your own values for the user variables. If such a script file has not been run, the Define User Variables dialog box (see below) is empty and it is not possible to define user variables.

For example, you can specify your own password for mainframe access. All user variable values will be stored in encrypted format.

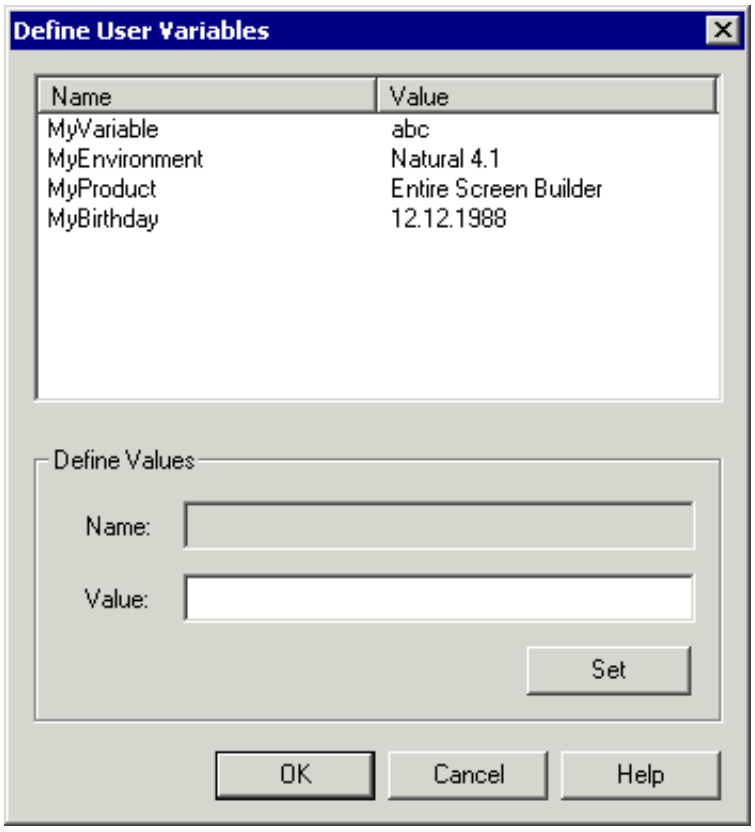
This feature is only available when a user is logged on. If anonymous logon has been defined, it is not possible to define user variables.

To modify the value of a variable

1. From the **Utilities** menu, choose **User Variables**.

   Note:
   When working in embedded mode with the Web Viewer, the above command is available from the context menu which appears when you click the right mouse button.

   The Define User Variables dialog box appears. The user variables are shown in the upper part of the dialog box.



2. Select a user variable.

3. Enter the new value for this user variable in the **Value** text box.
4. Choose the **Set** button.
5. Choose the **OK** button to close the dialog box.

Aborting or Terminating a Script File

The execution of a script files is aborted or terminated in the following cases:

- When you choose the **Cancel** button in a dialog box that was invoked by the script file.
- When a non-recoverable error occurs during script file processing (for example, a syntax or logic error).
- When the `Cancel` method is issued from within the script file.
- When a normal exit from the script file occurs (i.e. when the last statement is executed).

You can also abort the currently active script file as described below.

To abort the currently active script file

- From the **Utilities** menu, choose **Cancel Script**.

  Note:
  When working in embedded mode with the Web Viewer, the above command is available from the context menu which appears when you click the right mouse button.

  Or:
  Choose the following toolbar button (Terminal Viewer only):

Debugging a Script File

This feature is only available in the Terminal Viewer. It is only available when it has been allowed by the administrator (see *Users* in Entire Screen Builder's *System Management Hub* documentation).

Caution:
Debugging uses and blocks a lot of CPU power and resources on the Entire Screen Builder Server. We recommend not to debug script files in a production environment.

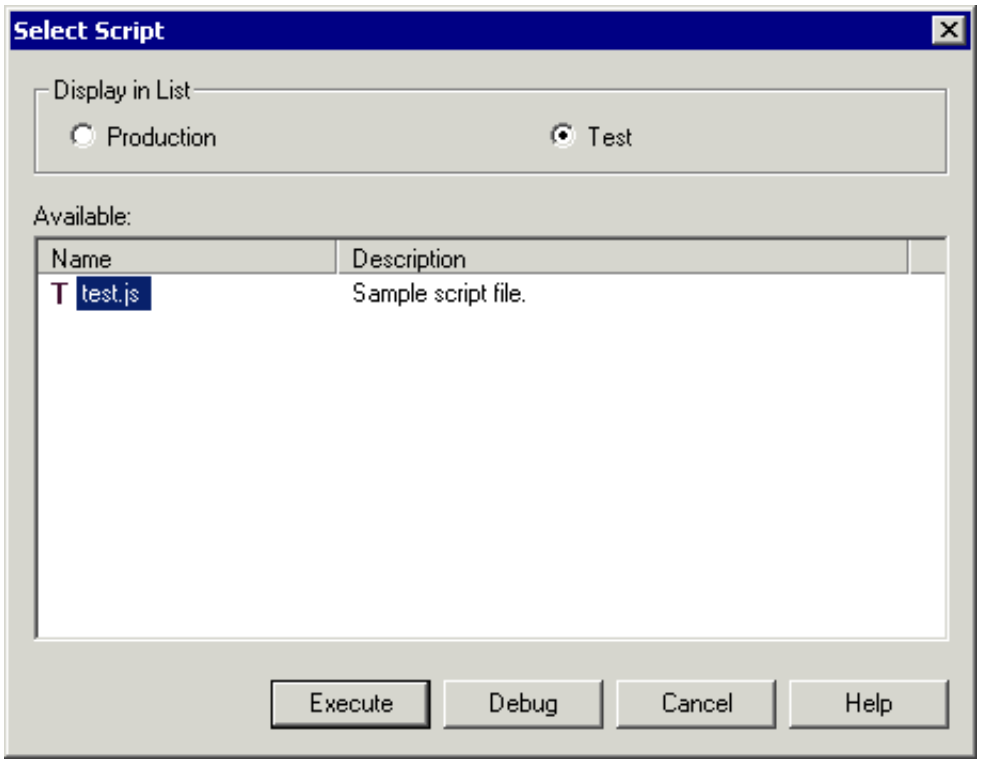
Before a script file can be debugged, it must be copied to the subfolder *Test*.

To debug a script file

1. From the **Utilities** menu, choose **Script List** to invoke the Select Script dialog box.

   See also: *Executing a Script File*.

2. Choose the **Test** option button to display the script files that can be debugged.



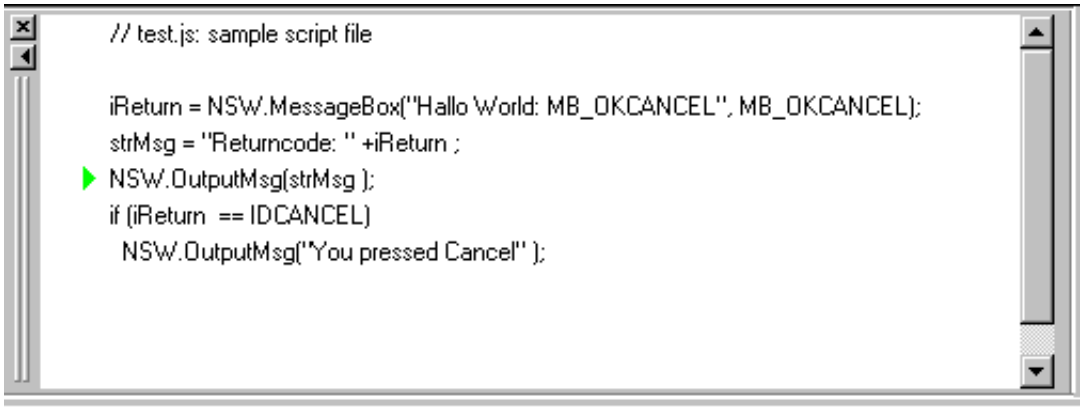
3. Select the script file to be debugged.
4. Choose the **Debug** button.
5. Use the **Debug** menu or debug toolbar to debug the script file (see below).
6. When debugging has been completed, terminate the debug session using the corresponding command.

When debugging a script file, the following additional elements are shown in the Terminal Viewer:

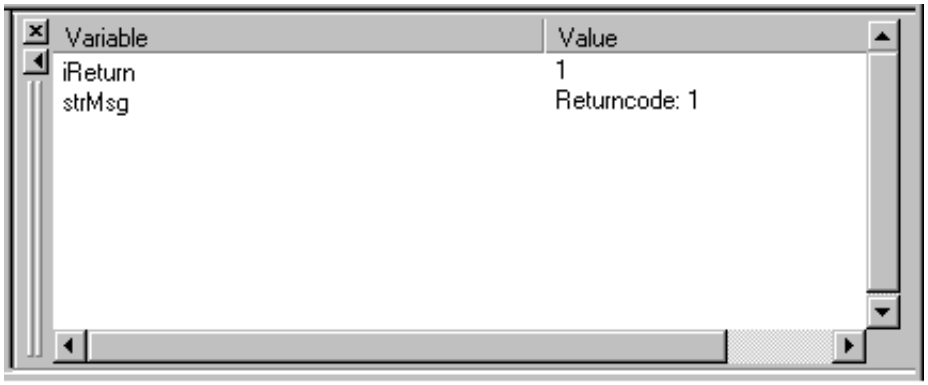
- The **Debug** menu. This menu is only available as long as you debug a script file. It provides the same commands as the debug toolbar.
- A debug toolbar. This toolbar is only available as long as you debug a script file.

  You can move it to the application window (e.g. below the menu bar or next to the terminal emulation screen) so that it is no longer shown in a window. To prevent docking, press CTRL while moving the window.

- A source window containing the source code on the left.



- A variables window on the right, showing the variables used in the script file.



  You can modify the size of the source and variables windows by dragging a window border with the mouse. Using the mouse, you can drag these windows to other positions. When both windows are docked, you can click one of the buttons showing an arrow to expand or contract the corresponding window in the application window.

Using the following buttons in the debug toolbar or key combinations, you debug the script file.

	CTRL+SHIFT+R	Run script.
	CTRL+SHIFT+S	Step script.
	CTRL+SHIFT+A	Animate script.
	CTRL+SHIFT+P	Toggle breakpoint.
	CTRL+SHIFT+B	Break script.
	CTRL+SHIFT+E	Set echo time. A dialog box appears, in which you can specify the desired delay in milliseconds before execution of the next instruction.
	CTRL+SHIFT+T	Terminate debugging.

Unattended Workstation

Using the Unattended Workstation (UA), you can schedule tasks to be executed without supervision.

This feature is only available in the Terminal Viewer. It is only available when a defined user is logged on. If the `AnonymousLogon` property is enabled (see *Customizing the Terminal Viewer* in the *Installation and Configuration* documentation), the command for invoking the Unattended Workstation is disabled.

This chapter covers the following topics:

- Invoking the Unattended Workstation
- Scheduling Tasks
- Starting and Stopping UA Mode

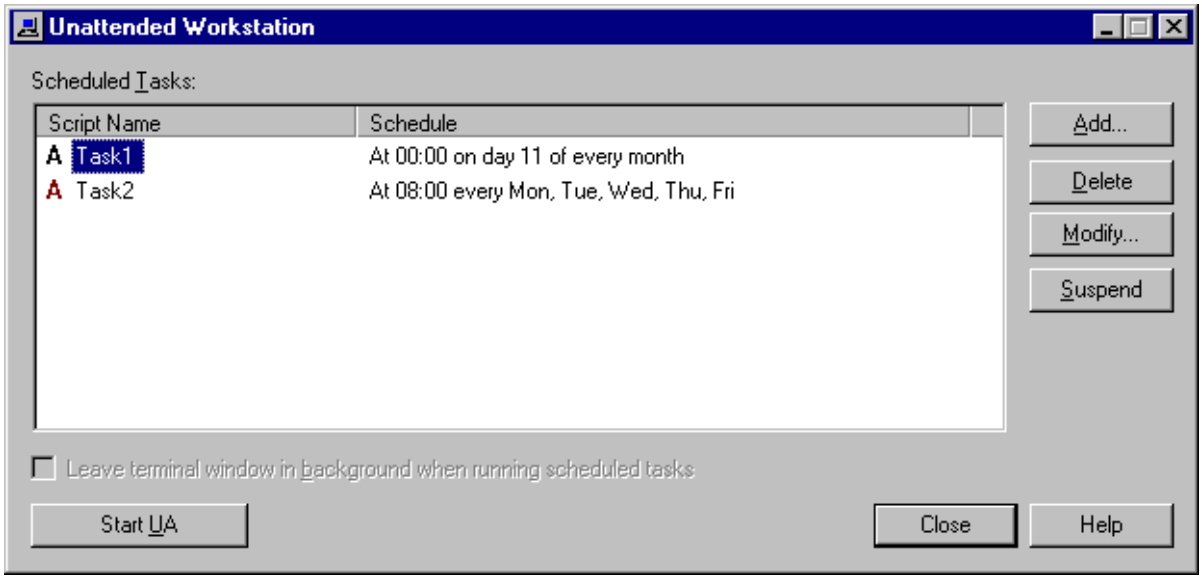
Invoking the Unattended Workstation

A script file must exist for each task that you want to schedule. Before a task can be scheduled, the corresponding script file must have been copied to the subfolder *Production*. See *Script File Folders* in the *Script Files* documentation.

To invoke the Unattended Workstation

- From the **Utilities** menu, choose **Unattended Workstation**.

  The Unattended Workstation dialog box appears. For each scheduled task, it shows the name, scheduled processing time and the current status.



Note:
The check box **Leave terminal window in background when running scheduled tasks** is always disabled.

The task status is indicated by the character to the left of the task name. It can be one of the following:

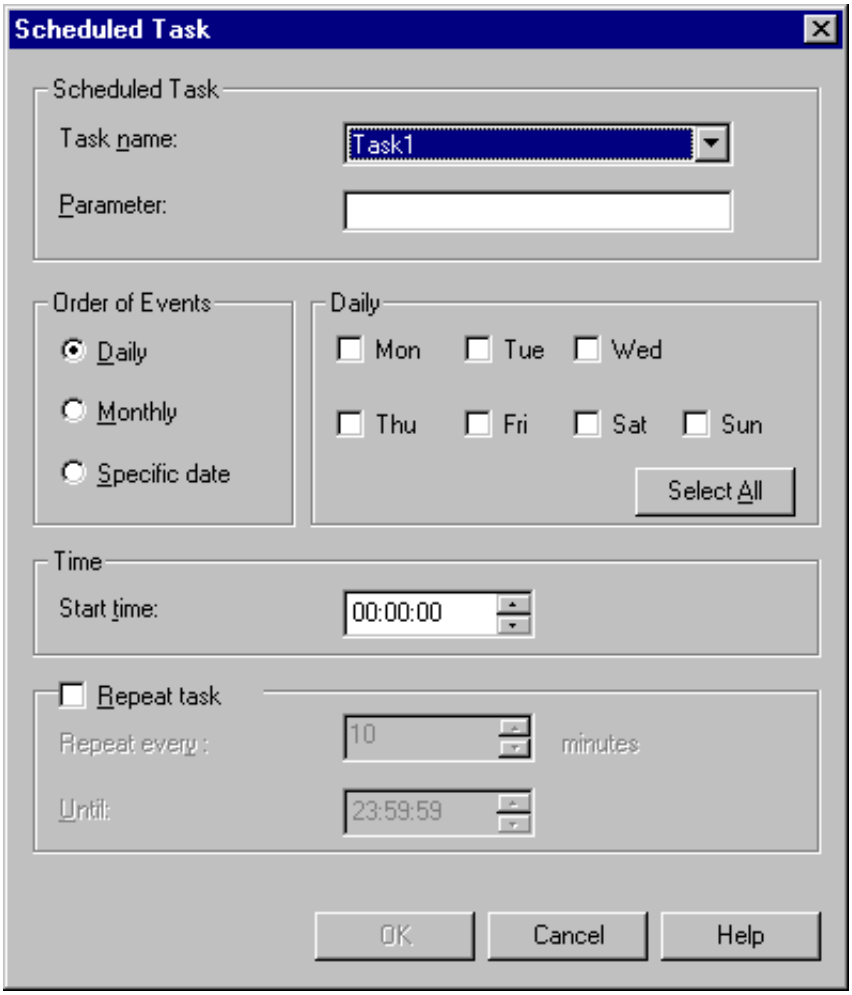
Status	Description
A	Active. The task is waiting to be processed.
S	Suspended. The task has been deactivated.
N	Never. The task was scheduled for processing, but at the defined processing time UA mode was not active. If you still want to process this task, you must define a new processing time.
C	Completed. The task has been processed according to schedule. From now on, it will no longer be executed.

The Unattended Workstation dialog box contains the following buttons (in addition to the standard buttons):

Add	Schedule a new task. See below.
Delete	Delete the selected task.
Modify	Modify the selected task.
Suspend	Deactivate the selected task. The button name then changes to **Resume**.
Resume	Reactivate the selected task so that it can be executed according to its original schedule. The button name then changes to **Suspend**.
Start UA	Start UA mode. The button name then changes to **Stop UA**.
Stop UA	Stop UA mode. The button name then changes to **Start UA**.

Scheduling Tasks

The Scheduled Task dialog box appears when you choose the **Add** or **Modify** button in the Unattended Workstation dialog box.

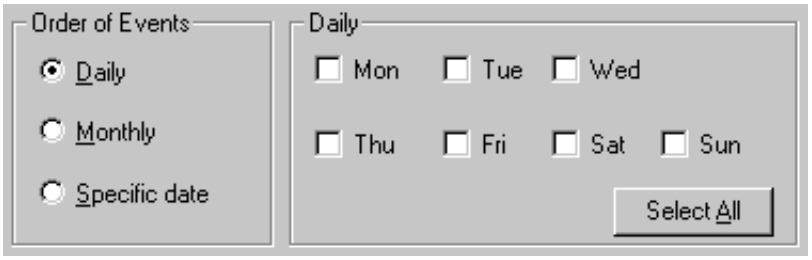


The date and time formats used in this dialog box are determined by your Windows settings.

To schedule a task

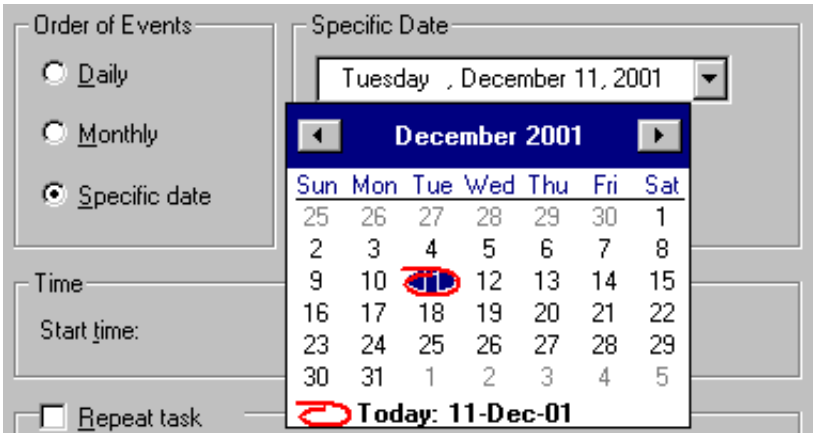
1. From the **Task name** drop-down list box, select the desired task (i.e. the script file in the *Production* folder).
2. If the task requires parameters, enter them in the **Parameter** text box.
3. In the Order of Events group box, select the desired option button. The group box to the right changes according to the selected option button.

- When you select **Daily**, you must mark the check box for the desired day of the week. You can also choose the **Select All** button to select all days of the week at once.



- When you select **Monthly**, you must specify the number of the desired day in the spin box. When the number is greater than the last day of the month, the task is executed on the last day of the month.

- When you select **Specific date**, you must specify the desired date. To do so, select a component of the date (week day, day, month or year) and use the arrow keys to set this component to the desired value. Or open the drop-down list box to select the date from a calendar.



4. Optionally: specify the time at which the task is to be processed in the **Start time** spin box.

   By default, midnight is shown as the start time.

5. If the task is to be repeated, mark the **Repeat task** check box.

6. In the **Repeat every** spin box, specify the number of minutes (1 to 1439) after which processing of the task is to be repeated.

7. Optionally: in the **Until** spin box, specify the time until when the task is to be repeated.

   By default, 11:59:59 PM (or 23:59:59) is shown indicating that the task will be repeated for the rest of the day.

8. Choose the **OK** button.

   The new task is now shown in the Unattended Workstation dialog box. Its status is "A" (active).

Tip:
If you want to schedule a task that is to be repeated every *n* minutes without end, select **Daily** and choose the **Select All** button. Leave start time and end time with the default values, and specify the number of minutes after which processing of the task is to be repeated.

Example for a Repeated Task

The task has been scheduled as follows:

- Start time: 12:00:00 AM
- End time: 10:00:00 PM
- Repeat task: every 10 minutes

UA mode is started at 09:00 AM.

In this case, where the start time has already passed, the task is started for the first time at 09:10 AM. It is repeated every 10 minutes until 10:00 PM.

Starting and Stopping UA Mode

Scheduled tasks are only processed if UA mode is active. UA mode cannot be started, if a host session is still open. Moreover, UA mode cannot be started, if all tasks in the Unattended Workstation dialog box have the status "S" (suspended), "C" (completed) or "N" (never).

It is possible that a task does not start at exactly the time it was scheduled because a previously scheduled task must be completed first.

To start UA mode

- In the Unattended Workstation dialog box, choose the **Start UA** button.

  UA mode is now active. The name of the command button changes to **Stop UA**.

  You cannot work with the viewer until you stop UA mode.

To stop UA mode

1. In the Unattended Workstation dialog box, choose the **Stop UA** button.

   A logon dialog box appears. It shows the user name with which you are currently logged in.

2. Enter your password (if required).

3. Choose the **OK** button.

Locking the Current Session

This feature is only available in the Terminal Viewer. It is not available for anonymous users.

When you lock a session, terminal emulation is no longer displayed and "locked" appears in the title bar. As long as you do not unlock the session, nobody can work with it.

To lock the session

- From the **Utilities** menu, choose **Lock/Unlock Session**.

  When the session is locked, a check mark is shown next to this command.

To unlock the session

1. From the **Utilities** menu, choose **Lock/Unlock Session**.

   A logon dialog box appears. It shows the user name with which you are currently logged in.

2. Enter your password (if required).

3. Choose the **OK** button.